Intermediate Microeconomics

Chapter 8
Technology and Production

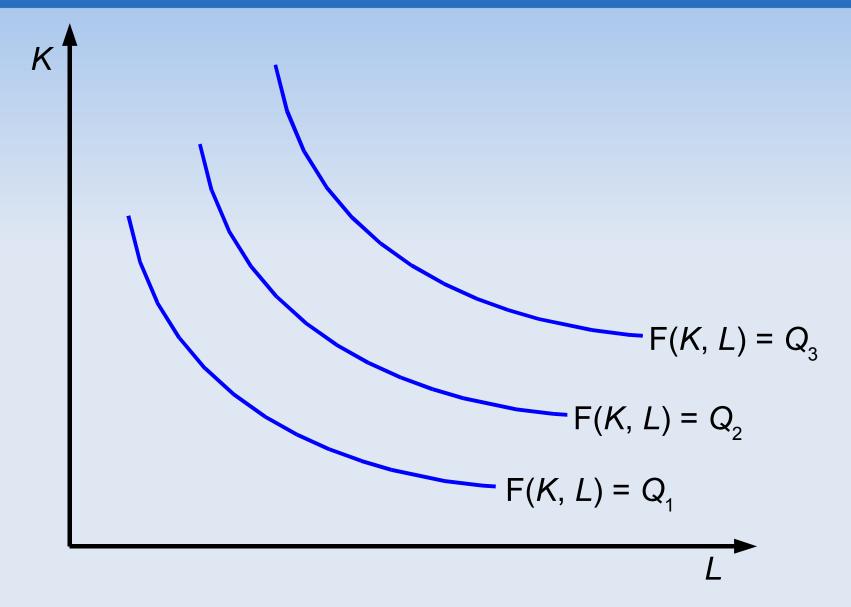
Technology

- Technology = firm's options for combining inputs to obtain output
- Focus on only two inputs: labor (L) and capital (K)
- Production function = schedule that shows the highest level of output the firm can produce from a given combination of inputs
- Total product of L and K = the highest total amount of output the firm can produce given the amount of inputs
- Example: $F(K, L) = 3L^2 + 5K$

Production function

- Production function is similar to utility function, with one major difference: if utility is purely ordinal (its value doesn't matter in itself), the value of the production function does matter
- Isoquant = curve showing all input combinations that yield the same level of output (similar concept to indifference curve)
- Isoquant map = collection of all isoquants corresponding to a particular production function

Isoquant map



Decision-making horizon

- Feasible choices of input combinations could depend on input types:
 - fixed factor = its level cannot be changed over the relevant planning horizon
 - variable factor = its level can be changed
- Hence, planning horizon for production decisions is important:
 - short run = time period over which only one of the firm's inputs is variable and all other are fixed
 - long run = time period long enough so that all inputs are variable

Properties of production function

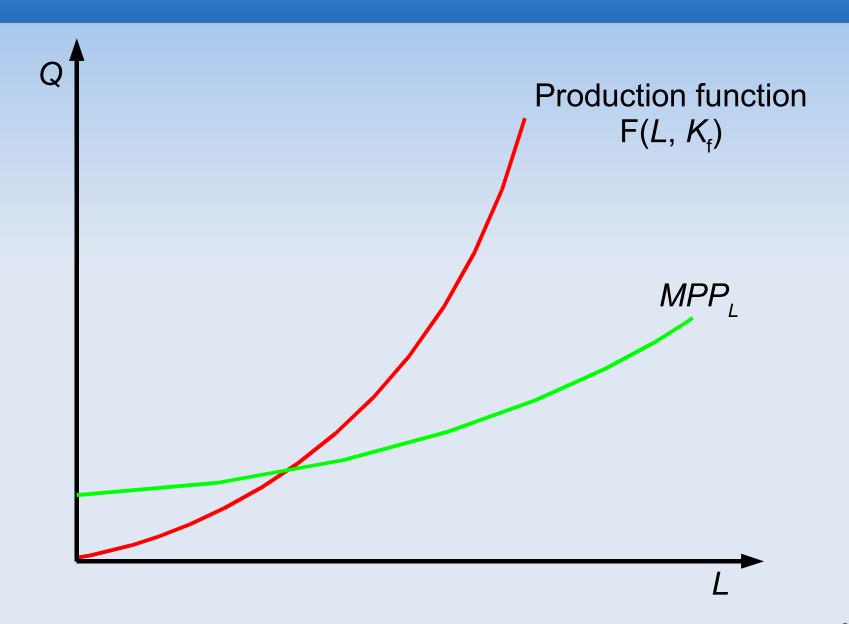
- Marginal physical product
- Marginal rate of technological substitution
- Returns to scale

Marginal physical product

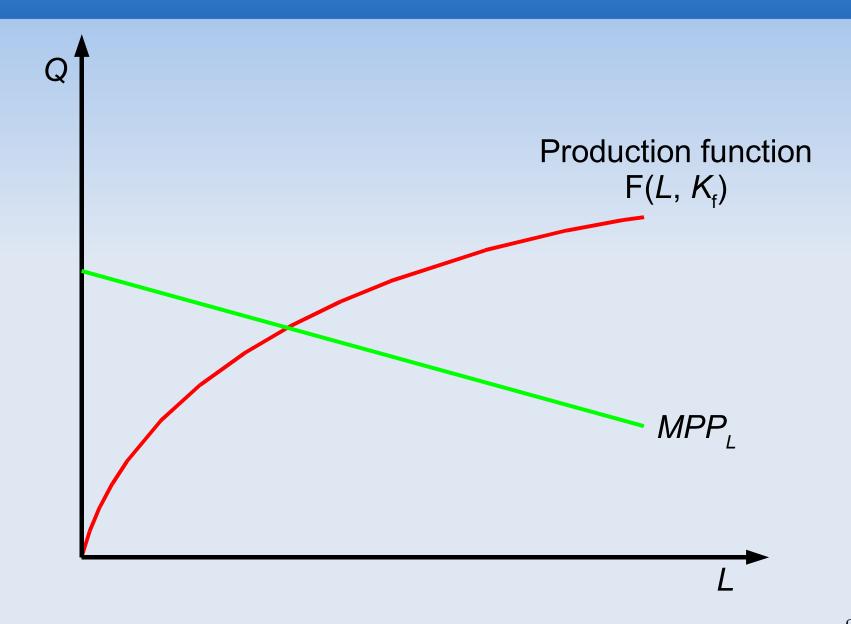
- Marginal physical product = extra amount of output that can be produced when the firm uses an additional unit of a specific input, holding the levels of all other inputs constant
- Algebraically: derivative of production function with respect to that particular input
- For example, marginal physical product of labor:

$$MPP_L = \frac{\Delta Q}{\Delta L}$$

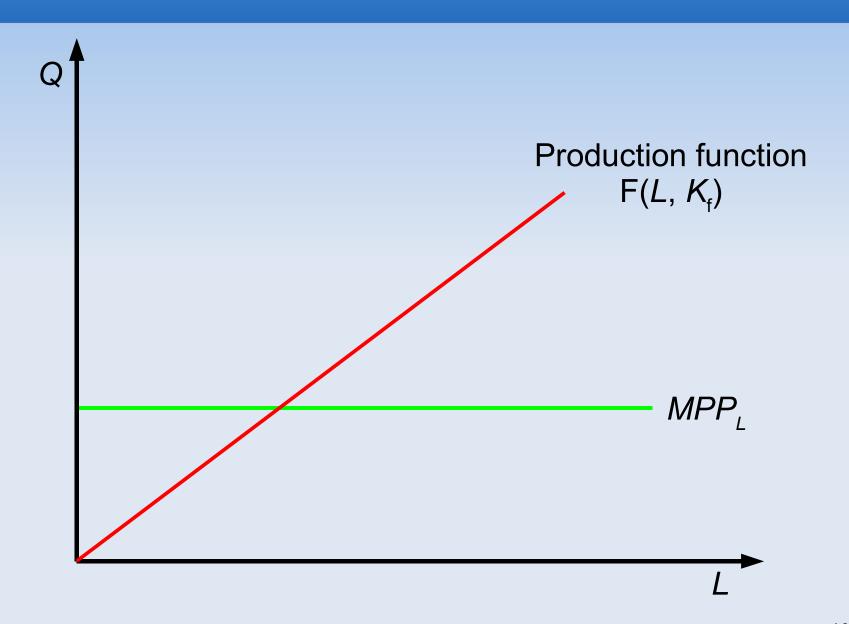
Increasing marginal returns



Decreasing marginal returns



Constant marginal returns



Marginal rate of technical substitution

- Marginal rate of technical substitution (MRTS) = rate at which the available technology allows the substitution of one factor for another
- Algebraically: the negative of the slope of the isoquant ⇒ equivalent to the marginal rate of substitution from utility theory
- In our labor/capital example:

$$MRTS = -\frac{\Delta K}{\Delta L}$$

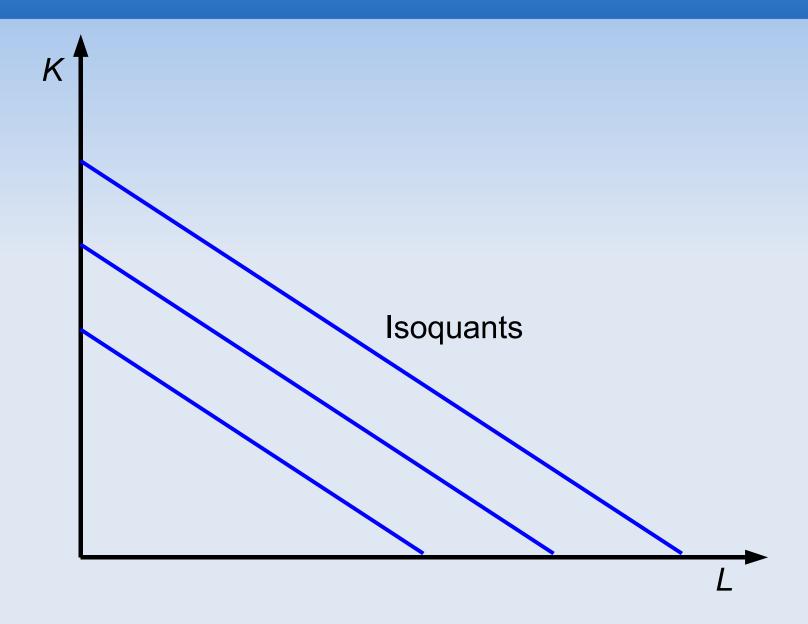
Marginal rate of technical substitution

- Marginal rate of technical substitution (MTRS):
 - increasing = technology such that the marginal physical product of an input rises as the amount of that input used increases
 - constant = technology such that the marginal physical product of an input remains unchanged as the amount of that input increases
 - decreasing = technology such that the marginal physical product of an input falls as the amount of that input used increases 12

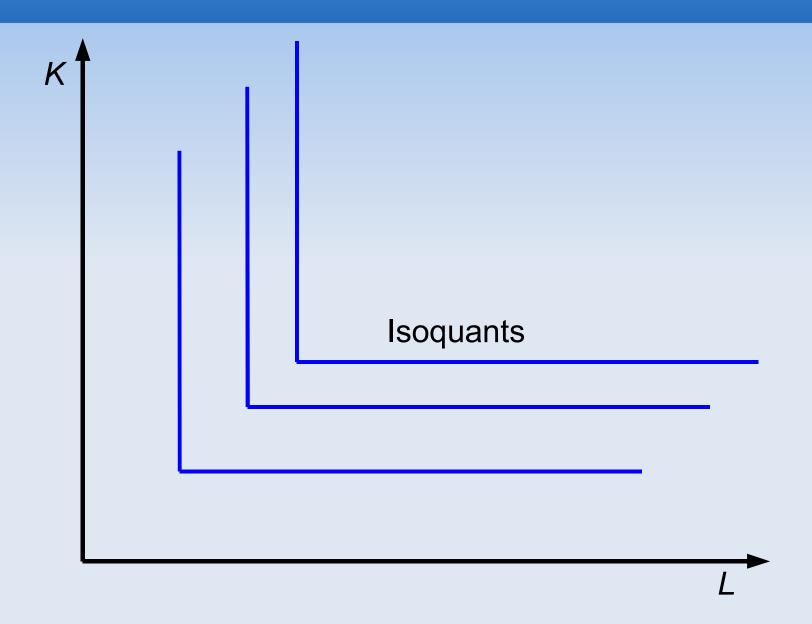
Two polar cases

- Perfect substitutes = two inputs that have a constant marginal rate of technical substitution of one for the other
- No factor substitution = inputs that cannot be substituted for one another in any proportion, but need to be used together in a constant proportion

Perfect substitutes



No factor substitution



The relationship between MRTS and MPP

 Along an isoquant, as the amount of inputs change by ΔL and ΔK, output remains unchanged:

$$MPP_{L} \times \Delta L + MPP_{K} \times \Delta K = 0$$

- Hence, $MPP_L \times \Delta L = -MPP_K \times \Delta K$
- This in turn means that:

$$MRTS = \frac{MPP_L}{MPP_K}$$

Returns to scale

- Increasing returns to scale = technology such that a proportional increase in all input levels leads to greater than proportionate output growth
- Decreasing returns to scale = technology such that a proportional increase in all input levels leads to less than proportionate output growth
- Constant returns to scale = technology such that a proportional increase in all input levels leads to a proportionate output growth